NBS Series (ver 2.0)(6 Dec 96)

1. The "Mixed Fire Modifiers"Chart referred to in 24.0 actually is a reference to the Regular Fires Chart.

2. In the Cavalry Charge Sequence, the branching at the end of step F is incorrect. If the defender does not retreat, the sequence should drop to step G, not jump to I. Furthermore, the example on page 20 of the Cavalry Charge Sequence has the morale checks in the opposite order from the actual sequence (the sequence is right).

3. In 15.1c, the fires generated should occur before OR after the formation change-whichever is worse for the defender. The attacker makes the choice.

4. 24.2 is in error-cavalry recalled during a charge attempt (even an intended feint) does indeed become blown.

5. There is no Morale modifier for being stacked with artillery-the designerís notes reference an earlier rule that was dropped in that regard. (What does he know about it anyway?)

6. At the end of 25.3c change "they must share the morale states of any units which retreat through them"to "they must share the morale states of any units which end up stacked with them.î

7. Rule 23.1 is correct and the example following 23.1o is incorrect regarding multiple close combats. A phasing unit can conduct no more than one Close Combat per phase.

8. Delete "& cavalry"from the second paragraph of rule 10.4. Cavalry never suffers straggler losses-to include any normally required during Emergency Corps Retreats.

9. (addition to 15.1b) Exiting LOS within a Close Fire Zone constitutes "leaving the Close Fire Zone"for Opportunity Fire purposes (i.e. driving across a Close Fire Zone and diving in back of some trees will draw opportunity fires).

10. (addition) Non-Phasing infantry can make one attempt to form square whenever moving enemy cavalry moves at or within 3 hexes (where a clear LOS exists), even when that cavalry has not announced a cavalry charge. Each infantry stack can make two attempts to form square when enemy cavalry approaches-once as per this rule, and the second if a charge is announced. Furthermore, each approaching enemy cavalry unit causes this triggering to occur independently. The phasing player can use this rule to "fake out"portions of the enemy line to form square when no cavalry charge is forthcoming. (Thanks to J.D. Caro for this rule.)

11. The maximum number of fire points which can be generated by infantry in a single hex is 6 at close combat range and 2 at range 1. This is in addition to the rule regarding "no more than an A can fire out of a hexî. In other words, a B and a C in one hex in line only generate 6 fire points, not 9, in close combat.

12. 16.2f is in error in mentioning Orchards. Delete the phrase "...and Orchards"as Orchards do affect movement.

13. Add a restriction to the Forced March rules that units performing forced march must follow roads while doing so.

NBS Series (ver 2.1) (01 Feb 01)

Counters

1. The description of Heavy vs Light artillery in 27.0 refers to the old counter design. On the new counter design Heavy artillery designated with a Black Gun Point number. Light artillery is designated with the White Gun Point number.

2. As is the case above, the cavalry heavy vs light description in 24.0a refers to the old graphic format. On the new counter design Heavy cavalry is cavalry with a Star in the center of its symbol.

Rules, General

3. 16.1e Delete "or into a close combat." and insert "but may be into a Close Combat provided the unit does not need to change facing to do so. Units entering Close Combat this way are Shaken even before the Close Combat Subsequence begins."

4. In order to use road movement rates units may not move stacked with units other than skirmishers, nor may they pass through, or be passed through by, any other unit using road movement rates. Leaders and HQ's are excepted from this.

5. 11.0c should not mention mixing formations between extensions and parents (extensions and parents must have the same formation). Also, the reference to 17.0b serves no purpose.

6. The reference to "Target Mods" in the blocked off text of 11.1 should be to "Morale Mods."

7. The reference to a "Formation Effects Chart" in 11.3 should be to the Fire Point Tables.

8. Skirmishers can violate the requirements of 11.5b when executing 11.5e.

9. At the moment infantry declares a Close Combat on a Cavalry unit, the cavalry unit can retreat and become Blown to avoid it.

10. For 11.5b, the "unit" the skirmisher must stay at or within two hexes of must be a friendly non-skirmisher.

LOS Issues

11. The player can never fire over friendly units, this includes skirmishers, regardless of LOS considerations.

12. Skirmishers don't block LOS, but artillery units cannot fire through an enemy Skirmisher adjacent to them, despite being able to "see" through them.

Cavalry Handling

13. Cavalry cannot charge through friendly skirmishers (regular or reaction).

14. In part A) of 24.1c, change "be able to move through a hex 4 hexes from..." to "move through a hex 4 hexes from..." (The cav must actually move through this hex, not just "have one available".)

15. 24.1 Cavalry Charge Procedure part H (Follow On Attack) implies that multiple follow-on attacks are allowed. 24.1m states that only one is allowed. 24.1m is incorrect and up to three follow-on attacks are allowed.

16. No Follow-on Attacks is allowed when the original target was a cavalry unit or during a reaction charge.

17. Cavalry can Reaction charge through enemy skirmishers (any number) to their real (triggered) target. This is an exception to the normal rules stating that a Reaction charge can have only one target. Skirmishers still have the ability to "run away" if the player so desires. Reduce each skirmisher overrun this way by one level (destroy if reduced), automatically.

Charts & Tables

18. Add * and "2" note entries to the MP cost for Swamp for Light and Heavy Cavalry.

19. Change the "I" to a "G" in step "F" of the Cavalry Charge sub-sequence.

20. Eliminate the Square vs Cav Fire Point Table and use the other Square Fire Point Table for all Square Fires. The +1 fire mod for firing against Cavalry (see below) applies here as well.

21. Change the Fire Table Modifier for Cavalry targets to +1 instead of +3. Leave the +3 modifier for the other target types mentioned (column, et al).

22. Movement Chart Addenda - Change the following movement costs

I) Infantry Column: slope +1 and extreme slope +3

II) skirmishers: slope +1

III) Foot and Horse Artillery: secondary road 1.

Designers Notes

23. The Designers Notes contradicts rule 25.3c. The rule is correct.

NBS Series (ver 3.0) (15 Jan 08)

1. Due to events beyond our control the 3.0 tables in Talavera are messed up beyond belief. Download the latest tables at NBS 3.0 Tables

2. Command range (6.11) cannot be traced through enemy units. It can be traced through a ZoI.

3. Artillery fire (17.1.6) going through the intersection between the frontal and flank hex of the target does not get the flanking modifier.

4. *Add* 15.4.8 **Exotic situations.** If the attacker is forced to retreat into the hex where he came from, and this hex has become enemy occupied in the meantime, treat as follows: Cavalry and Skirmisher units must retreat (no choice) as per 15.1.7 and 15.1.8. Infantry and artillery (don't ask us how they got there) have to displace into an adjacent hex not occupied by an enemy unit, owner's choice.

5. 16.4.3 *Clarification.* Both sides now retreat 6-12 hexes (attacker first) and THEN become Blown.

6. 17.4.1 *Clarification.* Each artillery unit (or stack of artillery units) can only fire at a given stack once each Movement Phase.

7. 15.4.4 *Errata.* Change the last sentence to: If a Skirmisher can and chooses to stay and fight, treat it as a C-size **infantry unit, but do not use any modifiers related to column or line formation.**

8. *Clarification.* Opportunity fire triggers occurs "when a stack" do something.

9. 16.5.11 *New Rule.* If an infantry unit triggers a reaction charge from an adjacent cavalry unit, that infantry unit can not form square as part of the following charge resolution. See 22.1.4

10. 22.1.4 *New Rule.* If the cavalry unit reaction charges the infantry unit moving adjacent as per above, that infantry unit can not form square as part of the following charge resolution. If the unit was already in square when triggering the charge (for example by moving in square adjacent to the enemy), it still gets the benefit of being in square.

11. 16.4 *Clarification.* … possibly triggering Reaction Charges and/or Opportunity Fire along the way. Artillery in the target hex can fire Cannister (17.4.9) as opportunity fire (unless the target reaction charges) ...

12. 21.4.1 *Clarification* …previous hex. So, for example, if a retreating unit is within 3 hexes of the nearest enemy unit and it has to retreat another hex, that hex cannot be within 2 hexes of any enemy unit (not necessarily the unit that was previously closest.)

13. 11.3.2 *Delete.* (If this causes a moving unit to become DG, it has its remaining Movement Points halved. If the moving unit Routs, its movement stops, and it is retreated per 21.4.)

14. *New Rule.* If a moving unit becomes disorganized for whatever reason, it has its remaining Movement Points halved. If the moving unit Routs, its movement stops, and it is retreated per 21.4.

15. 12.3.7 *Clarification.* The result will either be a Morale Change, no result or an OF.

16. 15.1.9 *New Rule.* **Exotic situations:** If a unit was in command when moving into close combat but is out of command at the start of the close combat (yes, it can happen for other reasons than player stupidity) the attacking unit has to retreat out of the hex, taking a M-1 morale result. No other losses are suffered for either side.

17. 25.4.7 *Addition.* A returning Commander's command rating is effective from the instant he appears.

18. P 19: Older Games-box. *Correction.* Elevations become hexside terrain rather than in-hex terrain. An Elevation Change in the v1 terminology = Slope in v3

terminology (hexside has a 1-level elevation change). A Slope in the v1 terminology = Moderate Slope in v3 terminology (hexside has a 2-level elevation change). An Extreme Slope in the v1 terminology = Steep Slope in v3 terminology (hexside has a 3-level elevation change). There are no impassable Slopes in Austerlitz.

6-01 Austerlitz(Before 6 Dec 94)

1. Entry Hex C should be the road entering at A63.07

2. In scenario 7.3, Napoleon, the HQ, and the French Army supply set up in hex A28.29, not A28.28.

3. In section 1.0, the Santon Redoubt is in A34.32, not A36.32 and the Sokolnitz Castle is in A17.29, not A17.30.